Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.

The Arena

By Luc LaGraff

Scenario Background

During the age of the ancient civilizations, colosseums were a main source of entertainment for many of the worlds great cities. Here, strong men, eager for fame and glory, fought each other to the death. The loser would be just another casualty of the game, while the winner recieved glory and riches.
However, modern thinking has portrayed these games as cruel and unnececary, and most of them were shut down, one of which is in the very town you are staying at. Recently, reckless fools in search of adventure and thrills have been journeying in to the old building, but have not returned. Using the floor plan in an old brochure advertising the colosseum, you must find the cause of these mysterious disapearances, which the villagers suspect are due to the ghosts of the fallen gladiators.

Mission Goals

Your goal is to discover the reason of the foolish adventurers' disapearances and put an end to the spirits that haunt the arena. This collosseum is rumored to hold some great treasures, and collecting them may prove to be beneficial. If you can reactivate some of the ancient glyphs of transport, all the better. You will start with 5 conquest tokens, Should you ever run out, you will fail. Good luck.

Important: Do not set up the three corridors in the south when setting up the map. Set them up when the heros get to them.

Area 1

The walls are covered with what were once brilliant tapestries. Faded greens, reds, and yellows hang drably, illustrating the thrill of the battles in the arena. Suddenly, a cackle of laughter sounds. "The village has sent me more friends to play with? How fun!" says a voice.

The voice you heard was that of the Gamesmaster, a malevolent ghost that holds control over the colosseum. The Gamesmaster has line of sight of the entire map, and may activate any of these special powers for a cost of 5 threat:

-Battle Ready: Makes a target friendly unit gain +2 damage until the end of the overlord's turn. Mark the unit with a poison token.
-Iron Flesh: Makes a target friendly unit gain +3 armor until the end of the heroes' turn. Mark the unit with a threat token.
-Suicidal Frenzy: Makes a target friendly unit gain +X damage, where X is equal to the units speed +1. If it is a normal unit, it takes 7 damage after making an attack. A master unit takes 4 damage after making an attack. This effect lasts until the unit makes an attack or the end of the overlord's turn. Mark the unit with a 5 threat token.
-Spirit Chain: Links the spirits of two friendly units. Units linked under this effect take only 1/3 of normal damage (rounded up), but both units suffer the damage taken. (ex: 2 Beastmen are linked by the Gamesmaster. Ispher attacks one of them and deals 12 damage. However, the damage is reduced to 4 but both Beastmen take the damage.) Mark the unit with a web token.
-Earthquake: Targets 1 space and has Blast 1. Any heroes in its area of effect must roll 1 power die. On a surge, nothing happens. If a surge was not rolled, place a stun token on the hero (This skill costs 10 threat).

You may only use 2 of these effects per area.

Area 2

The floor of this corridor is full of holes. You peer into the nearest one and shudder. The remains of a dead villager is lying at the bottom, impaled by the sharp spikes on the pit floor. The stakes drip with a odorous brown liquid. "Like them? I made them especially for pesky adventurers like you!" crowed the voice of the Gamesmaster.

The pits here are lined with poisonous spikes. A unit that falls in one of these pits suffers 2 points of poison damage.
If a hero ends his turn on the encounter marker:

You peer down the dark corridor, but you can not see past the 3-way fork in the path. You see the forlorn ghost of a fallen gladiator sitting in the corner. Perhaps if you can cheer him up, you can get him to tell you the way.

Roll a power die.
If the hero's get a power enhancement:

You rummage through your pockets and come up with a piece of dried fruit. You hold it out to the spirit. Little do you know that the ghost's mother had died from choking on a piece of fruit! The spirit reddens with anger, and pulls down the 2 gates leading to the middle and left paths. You hear an ominous growling as you ready your weapons...

Place the right corridor at the open end of the T-junction.
If the Hero gets a power surge:

You rifle through your pack and come to a discarded piece of green cloth. You hold it out to the spirit uncertainly. The ghost eyes it suspiciously, then his face brightens. It happened to be the same color of his favorite pair of socks when he was living! The fallen warrior points down the middle corridor, then flies off, whistling a merry tune. The glint of precious metals catches your eye as you squint down the corridor. Treasure. What luck!

Place the middle end piece at the open end of the T-junction.
If the hero rolls a blank:

You rummage through your cloak and pull out a canteen of ale. Everyone loves ale, right? You hold it out to the ghost and smile. "Take it, friend," you say. The ghost glances at it and lets out a bellow of rage. Unfortunately, this ghost was a member of the National Temperance Association while he was alive! He pulls a hidden lever and spiked walls slam down on either side of you! You had better find that lever quick!

Place the left corridor at the open end of the T-Junction and place crushing walls at each X. These walls move towards each other. You

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.

can disarm the walls by completing a prolonged Ranged (5) or Magic (5) on any space in the corridor. It is interrupted if the hero dies Additionally, you can try to destroy the walls by attacking them. Each wall has 16 life and 10 armor.

Area 3

A pool of water blocks your way to the corridor beyond. You watch as a lone bat flies across the moat only to be snatched by an aqueous creature's scaly arm and dragged into the water. You turn away, sickened, as the water turns a deep red color. The Gamesmaster utters a cackle of fiendish glee.

It would be best to drain the water by pulling the heavy lever the must control the drainage. To do so, stand on the encounter marker and make a prolonged Melee (4) action, which loses a prgress marker every time the hero is wounded and is interupted if the hero dies. If worst comes to worst, you can brave the water creature and swim across by spending two movement points per water space. A hero that does this may not equip armor and may equip only one hand's worth of items. In addtion, the hero rolls a power die. If the result is a surge, the creature grabs the hero's ankle. The hero must spend three fatigue or be dragged down and instantly killed.

If the hero successfully drains the water:

Finally you hear the lever click in place. The water drains away, leaving the dying water creature and the remains of its countless meals. The glint of metal catches your eye. Apparently, the water creature's victims were well funded.

Remove the water prop from the board and place a gold pile and an invulnerability potion in its place.

Area 4

You walk cautiously into the huge open-roofed room which must have been the stadium itself. Rows upon rows of dilapidated seats line the vast room and dusty banners adorn the walls. Suddenly, iron fences slam down on all sides, enclosing you in its tight perimeter and dark fog filters through the bars. "You may have got through my traps, but none have ever gotten through me!" cackled the Gamesmaster. The grand stadium seem considerably less grand as the black fog begins to manifest...

The named master demon here is the Gamesmaster. He has the same statistics as any other normal master demon except he has 9 armor, 10 extra wounds, and rolls 3 power die instead of just 1. In addition, the Gamesmaster restores 5 wounds to himself every time he deals the killing blow to a hero.

Note: Due to the limitations of the tileset, the two normal skeletons in this room are actually two Deep Elves.

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.